



BUSHWACKER

A Newsletter of Postal Diplomacy,* published by Fred C. Davia, Jr.,
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Game Fee - \$6.00 to persons not already subscribing to or playing in BUSHWACKER;
\$5.00 to current players, stand-bys, and subscribers. Stand-by Fee - \$3.00.
Subscriptions - 12 issues for \$2.00. We trade with selected publications.

This publisher is a 42-year-old kid who never grew up who is also a member of the
International Diplomacy Association.

*Diplomacy is a registered trademark for a game invented by Allan B. Calhamer, and
Copyright by Games Research, Inc. Effective June 1, 1973, GRI's new address will be:
500 Harrison Ave., Boston, Mass. 02118. Phone: (617) 482-5130. The retail price
of Diplomacy sets has been raised to \$8.95, effective immediately.

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"We have met the Enemy, and they is us."

Readers will be horrified to learn that we have succeeded in making electronic
stencils of more old Bushwacker comic strips. Beginning with the next issue, we
expect to bring you the oldest "Bush" adventure which was reprintable, going back
to the days of World War II. In this issue, we plan to reproduce the map used in
a two-man naval war game. We note that other publishers have begun printing comic
strips in their 'zines. I feel like Dr. Frankenstein when I realize that I am
responsible for all this!

Western Union has announced the start of a new service called Mailgram. You phone
your message to Western Union toll-free, and their computer instantly transmits it
to a U.S. Post Office nearest its destination. It's out into a special envelope,
and delivered by your mailman the next day. You can send up to 100 words for \$1.60.
This sounds far superior to Air Mail for late orders. We know it works, for we
called W.U. at noon Friday to ask for their brochure, and the answering Mailgram
arrived at my door at 9:30 a.m. Saturday. Mailgram is now in operation everywhere
in the lower 48 States except the spot where it's needed most, New York City.

Since we plan to attend DIPLOCON VI over the weekend of June 23rd, our next deadline
will be TUESDAY, June 19th, 8 p.m. Eastern Time. If any player or reader would
prefer to receive the July BUSHWACKER at Diplocon instead of his home address, please
either include a statement with your next orders or send me a postcard stating
"Please deliver BUSHWACKER to me at Dip(lo)con." I'm planning to bring copies to
Walt Buchanan and Len Lakofka in Chicago, so there's no need for you two gentlemen to
contact me. Everyone else must notify me in advance. Remember, if you say you'll
pick up BUSH in Chi, it's up to you to contact me in the Bismarck, as I'm not going
to go running around looking for you. (Anyone who phones my hotel room before 7:30
a.m. will be told to drop dead).

"ATLANTICA II" GAME READY TO RECEIVE PAYMENTS

We have now cut the stencil for the "Atlantica II" rules. Everyone who has already signed up should send me his \$5.00 or \$6.00, depending on whether you are currently a player/subscriber, or an "outsider," and the game will get under way as soon as I have the cash in hand and can make the country assignments. (Bruce Chin - you need to send me only \$2.00, since you've already paid a stand-by fee). There is still one space open as I type this, and I'll need stand-bys. As I stated in the last issue, I'll be glad to send copies of the revised rules to any of the players in the current "Atlantica" game for 25¢. Anyone else who wants just the rules, without the map, can also have them for 25¢, but if you want the maps it's going to cost you 50¢. I expect that the first actual move in "Atlantica II" will be made following the Chicago Convention.

NOTE: Everyone is reminded that the dateline "BUSHWACKER" in press releases is solely for the use of Ye Editor, whenever we decide to stick our two cents in. We will never knowingly affect the course of the game with our press releases. They are strictly concocted out of our own head, with no advance knowledge of what the players are planning to do. (Of course, if some players want to tell me of their plans, I'll hold this in absolute secrecy). Players are also reminded that their press releases should bear the name of some province which they currently own, or, if a sea space, one in which they have a fleet or are trying to move into. The Russian "Abstraction" press release for July 1915, for example, came without a date or dateline. Since we are sure that the Bolsheviks will have moved from the Smolny Institute to the Kremlin at the earliest opportunity, we dated it "Moscow." And since Czar Jurkovich was executed on June 3, 1915, we used the June 4th date.

ON FOREIGN LANGUAGES (ENGLISH and AMERICAN)

We have noticed that there are some language barriers between speakers of American English and British English. The phrase "off of" is apparently anathema to British ears, while we laugh at the signs saying "Mind your step." I found all my "colors" coming out "colours" in British reprints. I humbly suggest that in all Diplomacy 'zines we adopt the policy of using the original American or British spellings and phraseologies unchanged in letters, press releases, and reprints, unless the word is incomprehensible to dwellers on the other side of the Ocean. For example, while we all know what is meant on The Other Side by "trucks" and "lorries," we'd better translate when it comes to terms like "boot" and "trunk." A car trunk is a boot is a shoe is a boot is a Wellington. (Huh?) There is, of course, a fierce battle of terrible significance in Diplomacy as to whether the black dot on the map is a "Supply Center" or a "Supply Centre." John Piggott of Cambridge has solved this nicely. He calls them "bases."

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NAVAL WAR GAMES

PART II - THE ELECTRIC BOARD and THE GAME MAP

Back in our high school days, my good friend Alex Leondis came up with an invention which was very useful in two-man wargames. This consisted of a small table on which was mounted a wooden crate with 24 rows of metal prongs running through both sides of a wooden divider. Each row contained 39 such prongs, giving a total of 936 prongs. Above this was space for mounting maps, which were lined into squares, with grid coordinates identical to the coordinates for the prongs. Each player had about a dozen wires ending in alligator clips on his side. All the wires eventually ran to an electric door bell. On one side there was a rotary switch, with one point for each alligator clip. The whole thing could be plugged into a wall socket.

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We used this setup to play two-man naval war games. For every square on the map in which you had a ship or ships, you placed a straight pin bearing a small square of cardboard showing the names or code numbers for said ships. You then put an alligator clip on the corresponding grid coordinate metal prong down below. When both players had finished moving, you turned on the current, and began moving the rotary switch. If units from both sides occupied the same square, the circuit would be completed when the switch reached that point, and the bell would ring. Sometimes there would be more than one encounter on a move. The process was always repeated to make certain that a contact was not overlooked.

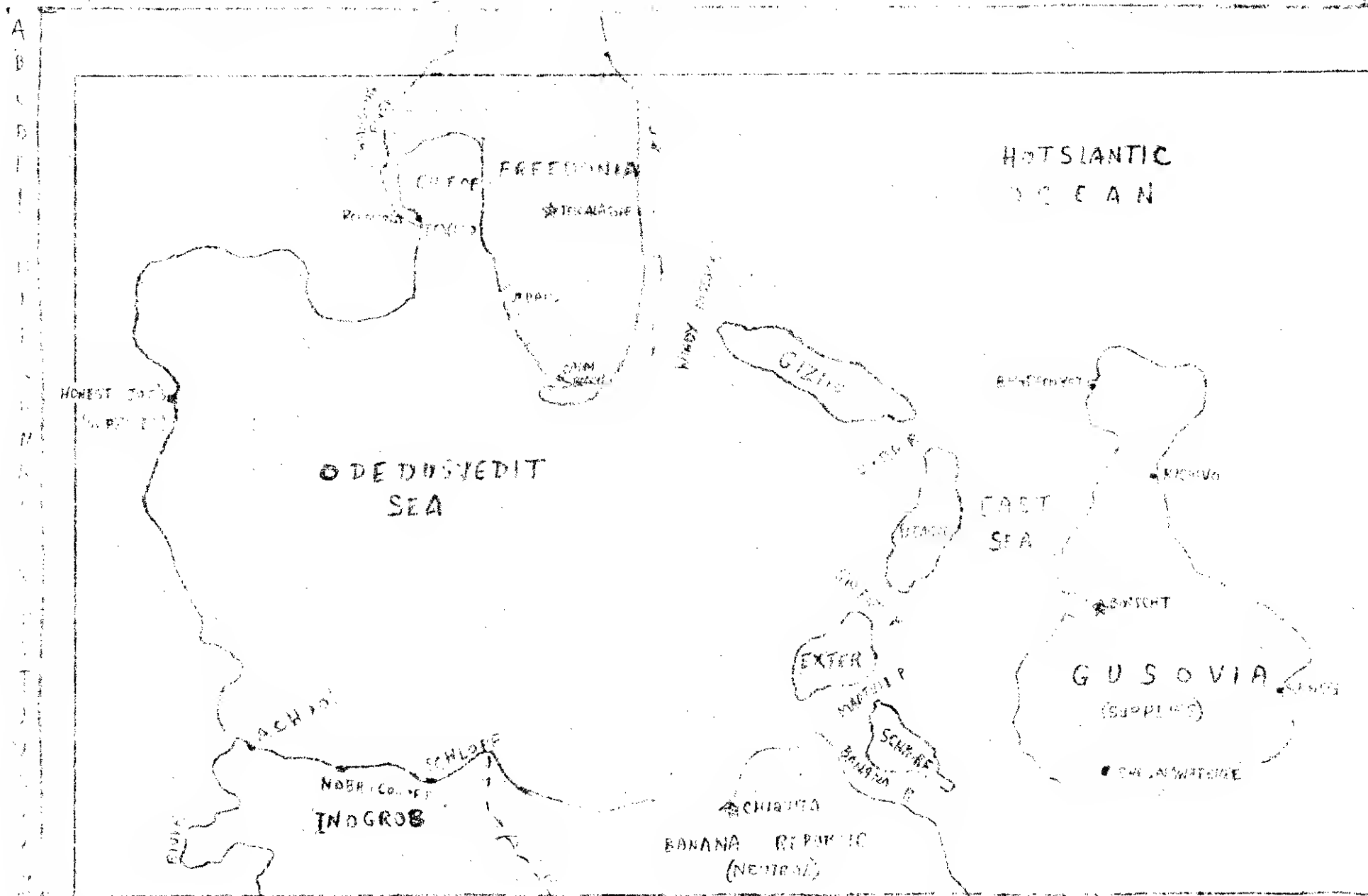
When encounters occurred, the players were obliged to report the full identification of all surface ships in those squares, but did not have to mention any other units which might be hovering in adjacent squares. Also, submarine contacts only had to be reported as such, with no further identification. Actual battles were fought by the Fletcher Pratt system, but there is no reason why Avalon Hill, Seapower, or other systems couldn't be used. The direction from which opposing ships or squadrons approached each other was based on reports to a referee by each player as to the direction in which his units were travelling at contact time. Thus, battles were fought at chance angles as might occur in real life, rather than at predetermined optimum positions.

A large cardboard box covered both the drawn maps and metal prongs when the game was not in use. Some of these games went on for months. In the beginning, two or three moves might be made on the first night. Thereafter, one move was made on subsequent meeting nights, which usually occurred once a week. When there was an encounter, we'd try to schedule the battle for the following Sunday. We had an honor system for not peeking at the maps when the other player wasn't around. Since there were usually at least 3 people around, security was preserved, and the third party was available to act as referee. The referee would also usually check both the maps and the clamps to be sure that everything was proper. The only drawback to this system was that one player's map coordinates would have to be backward to his prong coordinates. This was never found to be a great difficulty, since both maps and prongs were clearly lettered. Such a device would be valuable for many types of two-man games.

Considerable ingenuity was used to design maps that would cause the greatest number of encounters. The map which will hopefully be printed legibly on the next page shows that the only way to get from the home countries of Freedonia and Inogrob to the large trading country, Gusovia, was through several narrow passages, such as the Martini and Gin Fizz. (The biggest battle of this war was called "The Battle of the Gin Fizz Passage.") Each country had 3 seaports, and the main trading country had 5. There was also Honest Joe's Trading Post in the Indian Country lying between Freedonia and Inogrob, where X's could be obtained. There was a clash of gunboats when we both sent mini-convoys there. Whenever one of your ships arrived in a neutral port, its presence had to be announced. (Spies, you know). Therefore, the usual custom was to send in the merchantmen alone, and keep your escort vessels out over the horizon, so the enemy wouldn't know how strong your fleet was.

Each side also had minelayers and minesweepers in its fleet, including a minelaying submarine. One could mine an enemy's harbor, but not a neutral one. We had a standard harbor map which was the same for all harbors. One player would use one copy of the map to lay his mines. The other player would then draw a passage for his ships when they returned. The referee would place one map over the other and hold it to a strong light. If the ship path touched a mine, a small ship was sunk and a large one was damaged and laid up for repairs for so many turns.

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NAVAL WAR GAMES (continued)

We had a great deal of fun designing and naming this map. Freedonia is an outright steal of a map of Florida, with such ports as Calm Beach and Pepsicola, and its capital of Tellalassie. I thought I was being totally original when I thought up the name for my Republic. Only later did I learn that there are three towns by that name (with only one "e") in the U.S. Inogrob looks to me something like Germany without Schleswig-Holstein. This is "Borgonia" spelled backwards. Borgonia was the country played by my opponent in the original 4-man game. This was also a totally original name. Later, Mandrake the Magician used the name "Borgonia" in one of his adventures. We were wondering whether we should sue.

Some of the peculiar land mass shapes were due to the absence of prongs in those squares which were completely land squares in the original game played on the electric board. This accounts for the bulge of land in the upper left near the Gulf of Texico, and the squat heavy base of Gusovia. One of the countries on the original map had a marvellously appropriate name - "Ecnedifnoc". That's "confidence" spelled backward. The "Hotslantic Ocean" was stolen from Al Capp's map of Lower Slobovia. We started with 3 islands, Gizmo, Fleagle, and Schmorf. We had an extra island left over, so it became "Exter." We couldn't think up a good name for the central sea. One fellow gave up in disgust and said "Oh, the duce with it!" Hence, "Odedusvedit Sea." Similarly, in naming a seaport, he said "Nothing's popped in yet," and we got "Bpoptenyet." Gusovia was apparently settled by emigrants from Slobovia. When the original map was drawn, we thought we had 26 rows of prongs. When we found there were only 24, we deleted rows A and B.

(To be continued)

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At which point the weary reader says, "Where in hell are the games?" Ah, so, coming up, sir!

ATLANTICA - 1972 Gcz

MARCH 1871

NOTE: While Richard Root (U.S.A.) has been eliminated, he writes that he is still interested in the outcome of the game. He also tells me that he has found a new job in which he gets paid to participate in wargames. (Mostly classified Secret, unfortunately). If you want more info. or just want to keep in touch, here's his new address: 1305 N. Quintana St., Arlington, Va. 22205. (Larry Peery, better write him!)

BUILDS AND REMOVALS

Current strength

ENGLAND (Piggott):	No change	12
FRANCE (Barents):	No change	4
ITALY (Vane):	Build A Venice	10
CANADA (Weidmark):	Build F Halifax, F Montreal (a.c.)	14
C.S.A. (Keithley):	Build F Charleston	6

DEADLINE for April 1871 moves is TUESDAY, June 19, 1973, 8 p.m. Eastern Time.

There was no press for this game. Give us room to ask how many people have noticed that there are two spaces on the Atlantica board named for people involved in this game. We have both a (Herb) Barents Sea and a (Fred) Davis Strait. Can any other game make such a claim? Has anyone ever found a Birsan Bay or a Von Metzke Sea?

ABSTRACTION - 1972 Jco

AUGUST 1915

GERMANY RECEIVES ONE-TWO PUNCH FROM ENGLAND AND ITALY. GOLD PRICE RISE BRINGS AUSTRIANS BACK TO ZURICH. WHERE, OH WHERE CAN THE RUSSIAN LEADERS BE?

CHANGE OF ADDRESS: Effective June 1, 1973, Mark Greer (Austria) will be returning to his home address for the summer. This is: Box 771, Clinton, N.C. 28328.

ENGLAND (Sulfridge): F Anglian Sea-Belgium. F English Channel (S) F Anglian Sea-Belgium. F Picardy (S) F Anglian Sea-Belgium. A London (H). F Mid-Atlantic (S) ITALIAN A Gascony-Brest. F Skagerrak-Denmark. F Sweden (S) F Skagerrak-Denmark. A Norway (S) F Sweden.

GERMANY (Tilson): A Silesia-Prussia. A Warsaw (S) A Silesia-Prussia. A Munich Hold. F Denmark-Anglian Sea. F Holland (S) F Denmark-Anglian Sea. A Kiel-Denmark. F Baltic Sea (S) A Kiel-Denmark. A Lorraine-Belgium. A Brest (H) /r/. (Must (R) to Paris, only space open),

ITALY (Ryrie): A Libya-Palestine. F Eastern Med. (C) A Libya-Palestine (Faat Ferry). F Egypt (S) A Libya-Palestine. A Venice (H). F Central Med. (H). A Marseilles-Lyon. A Gascony-Brest. A Castille (H). F South Atlantic-Andalucia. F Portugal (H).

TURKEY (Vane): A Damascus-Armenia. F Cypriote Sea-Damascus. A Const. (MS) A Smyrna.

AUSTRIA (Greer): A Galacia-Ukraine. A Odessa (S) A Galacia-Ukraine. A Rumania (S) A Odessa. A Greece-Macedonia. A Serbia-Bulgaria. A Tyrol-Zurich. A Vienna-Galacia. F Aegean-Central Med. A Croatia (H).

RUSSIA (Kemety): NMR. A's Archangel, Courland, Caucasus, and Volga all Hold.

Underscored moves fail. All others succeed.

PRESS RELEASE:

ROME (1 August 1915): The Government announced today that Austrian troop movements in Tyrolia, Croatia, and Zara were not hostile acts against the Italian Empire, but, rather, the fault of an inadequate railway switching system. Nevertheless rumour has it that the Venetian Water Polo team has been mobilised.

SUPPLY CENTER CHART FOR ABSTRACTION. GAINS, ~~108878~~

ENGLAND:	4 Home, Ireland, Norway, Sweden, <u>BELGIUM</u> , BREST	(8, No change)
GERMANY:	4 Home, Denmark, Holland, Paris, Warsaw, LYON , LYON	(8, Remove 1. One A previously annihilated)
ITALY:	4 Home, Andalucia, Egypt, Marseilles, Morocco, Portugal, Tunisia, <u>BREST</u> , <u>CASTILE</u> , <u>LYON</u>	(13, Build 3)
AUSTRIA:	4 Home, Bulgaria, Greece, Rumania, Serbia, Zurich, <u>ODESSA</u>	(10, Build 1)
TURKEY:	4 Home	(4, No change)
RUSSIA:	Archangel, Moscow, St. Petersburg, ODESSA	(3, Remove 1)

DEADLINE for September 1915 Builds/Removals is TUESDAY, June 19, 8 p.m. Eastern Time.

CALHAMER AWARDS BALLOTS TO BE DISTRIBUTED

The annual "Johnny Awards" for Best Publication, Best Variant Zine, Best Gamesmaster, Outstanding Player, and other categories has been renamed the Calhamer Awards. Voting on the awards will be open to all Diplomacy players, including those who are not members of the IDA. Last year, voting was limited to publishers. On 30 April 1973, all GM's and publishers were asked to complete nominating ballots, to nominate one or two people or zines for each category. The final ballot was to be received by all publishers no later than 25 May, for inclusion in their zines. Unfortunately, my copy hasn't yet arrived, and, since I have Overseas players in my games, I can't afford to wait any longer before printing and mailing this issue.

Since virtually every U.S. and some Overseas zine will reprint the Calhamer Ballot, I'm sure that most of you will receive a copy elsewhere in your mail. I will make Xerox copies of my ballot when it's received, and will send a copy to anyone who is so unfortunate as to receive no other Diplomacy zine except BUSHACKER, or who fails to receive one for some other reason. Your ballots must be returned to John R. Biehl in Vancouver, B.C. I haven't received the voting deadline date, but since John must bring the complete tabulations to Chicago on June 22nd, it is obvious that you'll have to get your votes in right away. The winners will be announced at DIPLOCON.

The McCallum Award for Meritorious Service in Diplomacy will be one of the ten categories to be voted upon. We're very pleased to see this category included. In the long run, we believe that this is a more important category than the more transient award to the best zine or player of the year. Be sure to vote.

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The response to my "So you think you know Chicago?" Quiz was so underwhelming that there won't be any prizes for the best answers. However, you can't escape that easily. I'll bring copies with me to DIPLOCON, where you'll have to be very careful to avoid picking up a copy. This will be just for laughs, of course, but I'll bet that some people who've lived in Chi all their lives won't be able to answer all of the questions.

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→ The current issue of THE GAMESLETTER contains a letter appealing for funds to help pay the club dues for chess players in the Nation's prisons. The group can also use donations of old chess sets, chess books, and magazines. Contributions should be sent to: James Schroeder, Box 5268, Cleveland, Ohio 44101.

I mention this because of my own interest in Mensa Friends, an organization which corresponds with and visits intelligent prison inmates. At least one inmate has become a Diplomacy player through Mensa Friends correspondence, and a potential player pool remains "inside." The one requirement for being an "outside" Mensa Friend is a willingness to sit down and write letters. By definition, this includes most postal Diplomacy players. One of the saddest cultural trends in America has been the virtual disappearance of the letter writer. Perhaps we are the last of the species. If anyone out there (18 years of age or older) would like to correspond with an intelligent inmate in an American prison, please send me your name and address, and I'll forward this to the National coordinator. You do Not have to be a Mensa member to join Mensa Friends. Each prison has a few rules on the do's and don'ts of correspondence, but in most places there are virtually no restrictions on what you can write in your letters. You may find it possible to find a postal chess player through Mensa Friends, or even add a new Diplomacy player to the ranks. Remember, these guys have got lots of time to (more)

write all sorts of letters to other players, and press releases too! (Usually, it isn't possible to mail in a Diplomacy set, but you could mail in a copy of the Rule Book and conference maps, if you find an interested correspondent). The only thing GM's will have to watch for is to insure that not more than one inmate plays in any one game, since inmates at one institution are generally prohibited from writing to inmates at another prison.

* * * * *

A Repeating Number. I guess everyone has some number that keeps popping up in his life. Mine is "210". I was in Room 210 in grade school for 2½ years. (Bushwacker, the comic strip character, was born in Room 210, Gale School, Chicago). The boys in that room once created a mythical organization called "The 210'ers Squadron." In the late 1950's, the Loop Social Security office where I worked was located in the Manhattan Bldg., in Room 210. When I came to Baltimore, I learned that the code number for the State of Maryland in Disability claims processing was "210". I became Membership Chairman of Baltimore Mensa. The chapter's code number is "210". Last year, we moved our meeting place to Ellicott, a western suburb of Baltimore. You guessed it - the town's ZIP Code begins "210--".

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Mailing code for this newsletter: (P) = Player or Stand-by player; (T) = Trade agreement; (C) = Complimentary copy. Because of your status in the Diplomacy World, you will be receiving this on a regular basis. (SUB) = Subscription copy; (S) = Sample copy, sent on a one-time only basis, unless I hear from you.

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FIRST CLASS MAIL

Don't letter mentioned on Pg. 7